

■ Efficient Function Calls

- The language reserved word qualifier “inline” can be used to precede ‘simple’ function definitions.

```
inline bool leap(int year)
{return((year%4==0)&&(year%100!=0)) || (year%400==0)};
```

- Instructs compiler to attempt to generate a copy of the function’s code *inline* (in place) instead of translating the function normally and generating calls to the function code.
- Compilers may ignore the inline qualifier and translate the function normally.
- Can avoid the execution overhead of a function call for small functions.
- Helps achieve design goal of implementing a system as a set of functions.
- Execution speed saving is offset by the execution image being larger due to copies of the function.
- Inline should only be applied to small one-line functions.
- When used in separate compilation may force extra translation.
- Inline functions should be used over macro expansions due to the type-checking performed on inline functions.

```
//macro expansion
#define leap(yr) (((yr%4==0)&&(yr%100!=0)) || (yr%400==0))
```

■ Debug Error Checking

- The assert macro pseudo-function defined in <assert.h>, and <cassert>, (new style header), is used to check a condition, (pre-condition, post-condition, etc.).

```
assert ( (index>=0) && (index < MAXDIM) );
```

- If the condition is false, assert prints an error message containing the line number, the condition tested, and the file name containing the assert, calls the abort function in <stdlib.h> and <cstdlib> to halt program execution.
- If the condition is true execution continues normally.

■ Release builds and assertions

- assert functions need not be removed after testing is complete.
- Defining the preprocessor symbolic constant NDEBUG will force the preprocessor to ignore all of the assertions.

```
#define  NDEBUG
```

NDEBUG must be defined at the beginning of the program files.

■ Considerations

- Assertions do not allow for programs to recover from errors.
- It is good programming practice to precede all array accesses with assertions for bounds checking.